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Sil, J.; Srikanthan, T.;
IEEE Region 5, 2003 Annual Technical Conference
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AbstractPlus | Full Text: PDF(758 KB)   IEEE CNF
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☐ **2. Multi-modality image registration using centroid mapping**
Bartoo, G.T.; Hanson, W.A.;
Engineering in Medicine and Biology Society, 1989. Images of the Twenty-Firs
Proceedings of the Annual International Conference of the IEEE Engineering ir
9-12 Nov. 1989 Page(s):550 - 551 vol.2
Digital Object Identifier 10.1109/IEMBS.1989.95868

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☐ **3. Verification of AIRS boresight accuracy using coastline detection**
Gregorich, D.T.; Aumann, H.H.;
Geoscience and Remote Sensing, IEEE Transactions on
Volume 41, Issue 2, Feb. 2003 Page(s):298 - 302
Digital Object Identifier 10.1109/TGRS.2002.808311

AbstractPlus | References | Full Text: PDF(377 KB)   IEEE JNL
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☐ **4. Image Complexity Measure: a Human Criterion Free Approach**
Mario, I.; Chacon, M.; Alma, D.; Corral, S.;
Fuzzy Information Processing Society, 2005. NAFIPS 2005. Annual Meeting oi
American
26-28 June 2005 Page(s):241 - 246
Digital Object Identifier 10.1109/NAFIPS.2005.1548541

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☐ **5. Directed spreading activation in multiple layers for low-level feature extra**
Arul Valan, A.; Yegnanarayana, B.;
Singapore ICCS/ISITA '92. 'Communications on the Move'
16-20 Nov. 1992 Page(s):563 - 567 vol.2

Digital Object Identifier 10.1109/ICCS.1992.254888

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6. **Atmospheric multiple scattering effects on GLAS altimetry. I. Calculation: bias**
Duda, D.P.; Spinhirne, J.D.; Eloranta, E.W.;
Geoscience and Remote Sensing, IEEE Transactions on
Volume 39, Issue 1, Jan. 2001 Page(s):92 - 101
Digital Object Identifier 10.1109/36.898668

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7. **A multiresolution approach to improve phase unwrapping**
Davidson, G.W.; Bamler, R.;
Geoscience and Remote Sensing Symposium, 1996. IGARSS '96. 'Remote Se
Sustainable Future.', International
Volume 4, 27-31 May 1996 Page(s):2050 - 2053 vol.4
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1 Point-based computer graphics   ■
◆ Marc Alexa, Markus Gross, Mark Pauly, Hanspeter Pfister, Marc Stamminger, Matthias Zwicker
August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes GRAPH '04**
Publisher: ACM Press
Full text available: 📄 pdf(8.94 MB)   Additional Information: full citation, abstract

> This course introduces points as a powerful and versatile graphics primitive. Speakers present their latest concepts for the acquisition, representation, modeling, processing, and rendering of point sampled geometry along with applications and research directions. We describe algorithms and discuss current problems and limitations, covering important aspects of point based graphics.

2 A hierarchical access control model for video database systems   ■
◆ Elisa Bertino, Jianping Fan, Elena Ferrari, Mohand-Said Hacid, Ahmed K. Elmagarmid, Xingquan Zhu
April 2003 **ACM Transactions on Information Systems (TOIS)**, Volume 21 Issue 2
Publisher: ACM Press
Full text available: 📄 pdf(6.27 MB)   Additional Information: full citation, abstract, references, index terms

> Content-based video database access control is becoming very important, but it depends on the progresses of the following related research issues: (a) efficient video analysis for supporting semantic visual concept representation; (b) effective video database indexing structure; (c) the development of suitable video database models; and (d) the development of access control models tailored to the characteristics of video data. In this paper, we propose a novel approach to support multilevel acce ...

> **Keywords**: Video database models, access control, indexing schemes

3 An APL mapping system   ■
◆ Anthony V. Williams, Stephen E. Winckelman
September 1981 **ACM SIGAPL APL Quote Quad , Proceedings of the international conference on APL APL '81**, Volume 12 Issue 1
Publisher: ACM Press
Full text available: 📄 pdf(492.31 KB)   Additional Information: full citation, abstract, references, index terms

> APLMAP is a collection of computer mapping algorithms and support functions which,

together with data and coordinates of points, areas, or lines provide mapping and analysis capabilities. APL has a number of advantages in such applications especially when users need ad hoc access to a geographic data base. We describe the currently implemented mapping routines and the data structure and provide examples of output maps. A Tektronix 4013 CRT or 4662 plotter driven by an IBM 3033 using APLSV c ...

4 Concepts of the cover coefficient-based clustering methodology

Fazli Can, Esen A. Ozkarahan
June 1985 **Proceedings of the 8th annual international ACM SIGIR conference on Research and development in information retrieval**
Publisher: ACM Press
Full text available: pdf(745.88 KB)   Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>citings</u>

Document clustering has several unresolved problems. Among them are high time and space complexity, difficulty of determining similarity thresholds, order dependence, nonuniform document distribution in clusters, and arbitrariness in determination of various cluster intiators. To overcome these problems to some degree, the cover coefficient based clustering methodology has been introduced. The concepts used in this methodology have created certain new concepts, relationships, and me ...

5 Approximate symmetry detection for reverse engineering

B. I. Mills, F. C. Langbein, A. D. Marshall, R. R. Martin
May 2001 **Proceedings of the sixth ACM symposium on Solid modeling and applications**
Publisher: ACM Press

Full text available: pdf(751.33 KB)   Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>citings</u>, <u>index terms</u>

The authors are developing an automated reverse engineering system for reconstructing the shape of simple mechanical parts. B-rep models are created by fitting surfaces to point clouds obtained by scanning an object using a 3D laser scanner. The resulting models, although valid, are often not suitable for purposes such as redesign because expected regularities and constraints are not present. This information is lost because each face of the model is determined independently. A global approac ...

Keywords: approximate symmetry, beautification, geometric interrogations and reasoning, reverse engineering

6 Advances in analog circuit and layout synthesis: Correct-by-construction layout-centric retargeting of large analog designs

Sambuddha Bhattacharya, Nuttorn Jangkrajarng, Roy Hartono, C.-J. Richard Shi
June 2004 **Proceedings of the 41st annual conference on Design automation**
Publisher: ACM Press
Full text available: pdf(810.00 KB)   Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>index terms</u>

Aggressive design cycles in the semiconductor industry demand a design-reuse principle for analog circuits. The strong impact of layout intricacies on analog circuit performance necessitates design reuse with special focus on layout aspects. This paper presents a computer-aided design tool and the methodology for a layout-centric reuse of large analog intellectual-property blocks. From an existing layout representation, an analog circuit is retargeted to different processes and performances; the ...

Keywords: analog integrated circuit design, analog layout automation, analog synthesis and optimization, layout symmetry

7 The buffalo crime mapping system: a design strategy for the display and analysis of spatially referenced crime data

Kurt E. Brassel, Jack J. Utano, Perry O. Hanson

July 1977 **ACM SIGGRAPH Computer Graphics , Proceedings of the 4th annual conference on Computer graphics and interactive techniques SIGGRAPH '77**, Volume 11 Issue 2

Publisher: ACM Press

Full text available: pdf(181.17 KB)   Additional Information: full citation, abstract, references, citings

This paper presents the design strategy for a crime information system with vast capabilities for production of and experimentationwith maps. Detailed disaggregated crime information from the city of Buffalo, New York forms the primary data base for the system. This series of crime files, together with socio-economic data from the Census, are integrated into a geographic information system denoted as the Crime Analysis and Research Package (CARP). The Buffalo Crime Mapping System as a part of CA ...

Keywords: cartographic data structures, computer cartography, criminal data processing, geographic information system, information retrieval

8 Iconic Techniques for Feature Visualization

Frits H. Post, Frank J. Post, Theo Van Walsum, Deborah Silver

October 1995 **Proceedings of the 6th conference on Visualization '95**

Publisher: IEEE Computer Society

Full text available: pdf(1.23 MB)   Additional Information: full citation, abstract, citings
Publisher Site

This paper presents a conceptual framework and a process model for feature extraction and iconic visualization. Feature extraction is viewed as a process of data abstraction, which can proceed in multiple stages and corresponding data abstraction levels. The features are represented by attribute sets, which play a key role in the visualization process. Icons are symbolic parametric objects, designed as visual representations of features. The attributes are mapped to the parameters (or degrees of ...

Keywords: scientific visualization, feature extraction, iconic visualization, attribute calculation

9 Rendering from compressed textures

Andrew C. Beers, Maneesh Agrawala, Navin Chaddha

August 1996 **Proceedings of the 23rd annual conference on Computer graphics and interactive techniques**

Publisher: ACM Press

Full text available: pdf(73.98 KB)   Additional Information: full citation, references, citings, index terms

10 WALRUS: a similarity retrieval algorithm for image databases

Apostol Natsev, Rajeev Rastogi, Kyuseok Shim

June 1999 **ACM SIGMOD Record , Proceedings of the 1999 ACM SIGMOD international conference on Management of data SIGMOD '99**, Volume 28 Issue 2

Publisher: ACM Press

Full text available: pdf(1.63 MB)   Additional Information: full citation, abstract, references, citings, index terms

Traditional approaches for content-based image querying typically compute a single signature for each image based on color histograms, texture, wavelet tranforms etc., and

return as the query result, images whose signatures are closest to the signature of the query image. Therefore, most traditional methods break down when images contain similar objects that are scaled differently or at different locations, or only certain regions of the image match. In this pape ...

11 Bioinformatics: An intelligent biological information management system

Mathew Palakal, Snehasis Mukhopadhyay, Javed Mostafa

March 2002 **Proceedings of the 2002 ACM symposium on Applied computing**

Publisher: ACM Press

Full text available: pdf(584.65 KB)   Additional Information: full citation, abstract, references, index terms

As biomedical researchers are amassing a plethora of information in a variety of forms resulting from the advancements in biomedical research, there is a critical need for innovative information management and knowledge discovery tools to sift through these vast volumes of heterogeneous data and analysis tools. In this paper we present a general model for an information management system that is adaptable and scalable, followed by a detailed design and implementation of one component of the mode ...

Keywords: bionformatics, document clustering, document representation, information filtering, machine learning

12 Exploiting bit level concurrency in real-time geometric feature extractions

W. Liu, T.-F. Yeh, W. E. Batchelor, R. Cavin

May 1988 **ACM SIGARCH Computer Architecture News , Proceedings of the 15th Annual International Symposium on Computer architecture ISCA '88**, Volume 16 Issue 2

Publisher: IEEE Computer Society Press, ACM Press

Full text available: pdf(861.61 KB)   Additional Information: full citation, abstract, references, index terms

Geometric feature extraction can be characterized as a computationally intensive task in the environment of real-time automated vision systems requiring algorithms with a high degree of parallelism and pipelining under the raster-scan I/O constraint. Using divide-and-conquer techniques, many feature extraction algorithms have been formulated as a pyramid and then as a binary tree structure. An efficient mapping from a tree structure into a pipelined array of 2logN, stages i ...

13 Theory of keyblock-based image retrieval

April 2002 **ACM Transactions on Information Systems (TOIS)**, Volume 20 Issue 2

Publisher: ACM Press

Full text available: pdf(2.14 MB)   Additional Information: full citation, abstract, references, citings, index terms, review

The success of text-based retrieval motivates us to investigate analogous techniques which can support the querying and browsing of image data. However, images differ significantly from text both syntactically and semantically in their mode of representing and expressing information. Thus, the generalization of information retrieval from the text domain to the image domain is non-trivial. This paper presents a framework for information retrieval in the image domain which supports content-based q ...

Keywords: clustering, codebook, content-based image retrieval, keyblock

14 Applications and problem solving environments: Enhancing scalability of parallel structured AMR calculations

Andrew M. Wissink, David Hysom, Richard D. Hornung

June 2003 **Proceedings of the 17th annual international conference on**

Supercomputing

Publisher: ACM Press

Full text available: 📄 pdf(312.11 KB)   Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>index terms</u>

We discuss parallel performance of structured adaptive mesh refinement calculations using the SAMRAI library. We focus on fundamental aspects of adaptive gridding and dynamic computation of changing data dependencies. Previous analysis of performance of large-scale parallel adaptive calculations revealed poor scaling in these operations. Specifically, we found that these operations are inexpensive for small problems, but that their costs can become unacceptable for problems run on large numbers ...

Keywords: adaptive mesh refinement, combinatorial algorithms, parallel computing

15 <u>Session P10: multiresolution and compression: Wavelet representation of contour sets</u>

Martin Bertram, Daniel E. Laney, Mark A. Duchaineau, Charles D. Hansen, Bernd Hamann, Kenneth I. Joy

October 2001 **Proceedings of the conference on Visualization '01**

Publisher: IEEE Computer Society

Full text available: 📄 pdf(11.69 MB)   Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>citings</u>, <u>index terms</u>
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We present a new wavelet compression and multiresolution modeling approach for sets of contours (level sets). In contrast to previous wavelet schemes, our algorithm creates a parametrization of a scalar field induced by its contours and compactly stores this parametrization rather than function values sampled on a regular grid. Our representation is based on hierarchical polygon meshes with subdivision connectivity whose vertices are transformed into wavelet coefficients. From this sparse set of ...

Keywords: contours, geometry compression, isosurfaces, level sets, multiresolution methods, wavelets

16 <u>Multi-media document representation and retrieval</u>

Esen Ozkarahan, Fazli Can

April 1991 **Proceedings of the 19th annual conference on Computer Science**

Publisher: ACM Press

Full text available: 📄 pdf(1.10 MB)   Additional Information: <u>full citation</u>, <u>references</u>, <u>citings</u>

17 <u>CMPack: a complete software system for autonomous legged soccer robots</u>

Scott Lenser, James Bruce, Manuela Veloso

May 2001 **Proceedings of the fifth international conference on Autonomous agents**

Publisher: ACM Press

Full text available: 📄 pdf(258.81 KB)   Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>index terms</u>

This paper describes a completely implemented, fully autonomous software system for soccer playing quadruped ro\-bots. The system includes real-time color vision, probabilistic localization, quadruped locomotion/motion, and a hierarchical behavior system. Each component was based on well tested algorithms and approaches from other domains. Our design exposed strengths and weaknesses in each component, and led to improvements and extensions that made them more capable in general, as well a ...

Keywords: action selection and planning, autonomous robots, lessons learned from

deployed agents, multi-agent teams, real-time performance

18 <u>Web Site Analysis: Statistical profiles of highly-rated web sites</u>

Melody Y. Ivory, Marti A. Hearst
April 2002 **Proceedings of the SIGCHI conference on Human factors in computing systems: Changing our world, changing ourselves**
Publisher: ACM Press

Full text available: pdf(1.78 MB)   Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>citings</u>, <u>index terms</u>

We are creating an interactive tool to help non-professional web site builders create high quality designs. We have previously reported that quantitative measures of web page structure can predict whether a site will be highly or poorly rated by experts, with accuracies ranging from 67--80%. In this paper we extend that work in several ways. First, we compute a much larger set of measures (157 versus 11), over a much larger collection of pages (5300 vs. 1900), achieving much higher overall accur ...

Keywords: World Wide Web, automated usability evaluation, empirical studies, web site design

19 <u>Interactive display of very large textures</u>

David Cline, Parris K. Egbert
October 1998 **Proceedings of the conference on Visualization '98**
Publisher: IEEE Computer Society Press

Full text available: pdf(1.59 MB)
<u>Publisher Site</u>   Additional Information: <u>full citation</u>, <u>references</u>, <u>citings</u>, <u>index terms</u>

Keywords: bandwidth-limited resource, interactivity, real-time display, texture caching, texture mapping

20 <u>Texture mapping and synthesis: Signal-specialized parametrization</u>

Pedro V. Sander, Steven J. Gortler, John Snyder, Hugues Hoppe
July 2002 **Proceedings of the 13th Eurographics workshop on Rendering EGRW '02**
Publisher: Eurographics Association

Full text available: pdf(7.82 MB)   Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>citings</u>, <u>index terms</u>

To reduce memory requirements for texture mapping a model, we build a surface parametrization specialized to its signal (such as color or normal). Intuitively, we want to allocate more texture samples in regions with greater signal detail. Our approach is to minimize signal approximation error --- the difference between the original surface signal and its reconstruction from the sampled texture. Specifically, our signal-stretch parametrization metric is derived from a Taylor expansion of signal ...

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